

## **ZONING ARTICLE**

**ARTICLE #**

**RE: Refine the Definition of “Experiential  
Retail & Commercial Interactive Venue”**

To see if the Town will vote to amend Article II, Section 2.18 “R” of the Zoning Bylaw of the Town of Burlington to amend the definition of “Retail, Experiential & Commercial Interactive Venue” as follows (~~strikethrough~~ = remove and **bold and underlined** = add):

### Retail, Experiential & Commercial Interactive Venue

The use of retail tenant space for in-store experiential uses through engaging activities, sounds, motion, or special settings, including virtual reality and multimedia. This includes interactive uses that may be immersive and/or allow for participation, such as small-scale ~~bowling~~, sport-oriented **activities**, which may ~~only~~ be permitted in combination with a Restaurant or Fast-Order Food Establishment as defined herein.

Or take any action relative thereto.

Submitted by the Select Board at the request of  
the Director of Economic Development

PASSED ( ) DEFEATED ( ) POSTPONED INDEFINITELY ( ) OTHER ( )